

BARBARIANS OF LEMURIA

NAME _____

HERO ORIGIN _____

LANGUAGES _____



ADVANCEMENT POINTS

ATTRIBUTES



STRENGTH



AGILITY



MIND



APPEAL

WEAPONS

DAMAGE

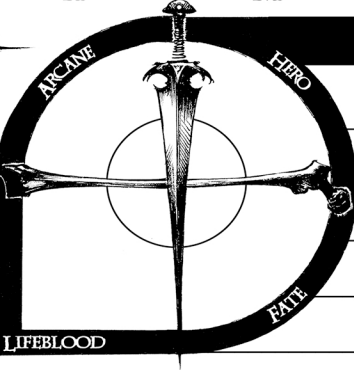
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CAREERS



ARMOUR & EQUIPMENT

COMBAT ABILITIES

INITIATIVE
(+MIND)

MELEE
(+AGILITY)

RANGED
(+AGILITY)

DEFENCE

BOONS

FLAWS

BACKGROUND & NOTES

RULES SUMMARY

HERO POINTS (cf.BoL p.58-59)

A twist of Fate: Add one element to a scene.

Defy Death: *Lifeblood* between -1 and -5, your *lifeblood* comes back to zero; *lifeblood* below -5, you stabilize your wounds (and don't die), but stay unconscious.

Luck of the Gods: Roll the dice again for a failed Task Roll.

Shake off wounds: Using your next action to rest, you recover d6H *lifeblood*.

Splintered Shield, Shattered Sword: You absorb all damage of a single blow, but your shield or weapon is destroyed in the process.

Mighty Success: In combat, choose one of the following options:

Bloody Slash/Crushing Blow: Add +6 to the damage caused;

Carnage: You may make another attack immediately following this one;

Disarm: You disarm your opponent instead of inflicting damage;

Knockdown: Your opponent (up to one size larger) is thrown back and takes a *penalty die* on his next action;

Precision Strike: Damage as normal, and you give your opponent a *penalty die* to specific Task Rolls (or similar effect);

Rabble Slayer: If fighting *rabble*, the damage result becomes the number of opponents taken out of the fight.

Legendary Success: In combat, choose any two of the options of a Mighty Success.

Decide with GM: Any other situational advantage that your GM can be convinced to allow.

COMBAT (cf.BoL p.64-65)

Two-Weapon Fighting: Only 1 attack/round. -1 to Attack Roll and +1 to *defence* against one attack, or -1 to Attack Roll, but you cause damage as if wielding a heavier weapon.

Defensive Stance: -1 to your Attack Roll, but +1 to your *defence*.

Full Defence: You don't get to attack in the round, but get +2 to your *defence*.

Offensive Stance: +1 to your Attack Roll, but -1 to your *defence*.

All-Out Attack: +2 to your Attack Roll, but -2 to your *defence* (and you cannot use a shield or off-hand parrying weapon).

Bypass Armour: Negative modifier to Attack Roll equal to the static armour rating.

The armour protection doesn't apply to the damage of the attack.

SPENDING ADVANCEMENT POINTS (cf.BoL p.168)

Improve Attributes: Current value + new value (from -1 to 0: 2 AP).

Train Combat Abilities: New value +1 (from -1 to 0: 1 AP).

Develop Careers: AP cost equal to the new rank (or new career at rank 0: 1 AP).

Buy boons and buy off flaws: 2 AP.

Gain Followers: Ask the GM.